



xploration
What will you discover?

STEM
Traveling
Enrichment Program
&
Classroom Workshops

General Inquiries:
xploration@nashuaalc.org
603-882-9080 Ext. 2251



Learn. Grow. Thrive.

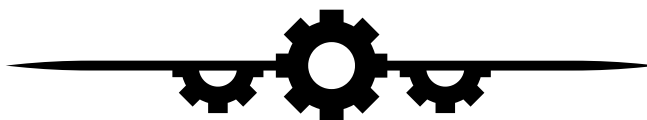
www.nashuaalc.org





Program Description

Xploration is the mobile STEM (Science, Technology, Engineering and Math) outreach program of the Nashua Adult Learning Center (ALC). We bring science enrichment to school and community organizations throughout southern NH and northern MA. Our goal is to engage students in learning that is hands-on, team-based, curriculum-relevant, grounded in science, and FUN! Our unique STEM workshops encourage students to design, create, and problem-solve using critical thinking and teamwork. Watch students as they experience an “aha” moment that sparks interest and deep thought in a particular subject area. Xploration can run school-day workshops, family STEM nights, and after-school enrichment programs. We can even partner with your school district to run custom programming, including STEM Camp management, school-wide workshop programming, or even district-wide programming. All of our programs are developmentally appropriate and can easily be adapted to fit your students and curriculum needs. Do you have a workshop idea that you don’t see on our list? Xploration may be able to work with you to customize a workshop to fit your needs.



Jeremy Griffus

Xploration STEM Director

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For More Information/To Schedule:

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Fast Facts



Xploration
offers more than
20
different STEM
programs

We Served over
10,000

students in NH and MA
during the 2024-2025 school
year!



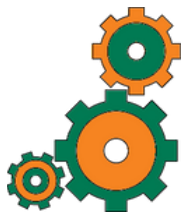
Xploration
conducted over
300
workshop
sessions last
school year!

Xploration visited
nearly
50

schools or community
groups
during school year
2024-2025



Our workshops
are mapped to
both **NGSS** and
MA STE
standards



About the Director

Jeremy Griffus

Jeremy first joined the Adult Learning Center in 1998 as a student volunteer. His natural aptitude for working with children led to his hire and subsequent promotion to Summer Camp Site Director and again to Activities Coordinator for the Adventure Camp Program. For over a decade, Jeremy also worked during the day for the Hudson School District until leaving to develop and devote himself full-time to Xploration, the STEM Traveling Enrichment Program, an initiative of the Adult Learning Center. Jeremy is passionate about teaching STEM enrichment courses to elementary and middle school students. His gift for encouraging young minds to explore all possibilities, using hands-on activities, shines through all of Jeremy's workshops. Always on the cutting edge, Jeremy continues his own professional development by attending workshops and events throughout the United States to bring the most innovative experiences to his students. In 2018 Jeremy received his NASA Endeavor STEM teaching certificate for graduate-level work online through Columbia University. The NASA Endeavor curriculum further enhanced Jeremy's ability to bring STEM workshops into the classroom and compliment the learning already taking place in all the school districts.



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Balloon Hovercrafts

Description:

Students participate in a discussion with the instructor about hovercrafts. Have you ever seen one? How do you think it works? How are they beneficial to us? Next, the instructor provides a fun demonstration with a homemade hovercraft as students observe how air is pushed out from underneath to create the air cushion which causes the craft to “hover”. Students then apply those concepts while making their own hovercraft using a balloon, bottle cap and CD. Once the hovercrafts are built, students marvel as they race, experiment on different surfaces, and even add weight to test performance. So simple but so much fun! The activity ends with review and discussion. Students can take home their mini balloon hovercraft.

Suggested Location:

Introduction, demonstration and building should take place at desks or tables. A smooth tiled floor is needed for large hovercraft demonstration. Mini hovercraft testing can be done easily in the back of a classroom or hallway. Smooth floors are a must.

Suggested Amount of Time:

1 Hour per workshop. If scheduling multiple workshops on the same day, please allow for a 10-15 minute transition time between groups.

Learning Outcomes:

Air pressure, friction, aerodynamics, forces and motion.



Allergy Alert:

Latex balloons are used in this workshop.



Boo Bubbles

Description:

This enrichment includes two experiments and two demonstrations involving dry ice. Students learn what dry ice is and how it is affected by rapid warming. While this process is happening in front of them, they'll be "wowed" when they see the fog roll off the tables. In the first experiment, students will attempt to control the released carbon dioxide "fog" by capturing it in the form of bubbles. Can you catch a bubble in your hand? In the second experiment, students form a hypothesis. What will happen if we release the carbon dioxide in the bubble solution? Tons of fun! The workshop ends with review and discussion.

Suggested Location:

A room with long tables such as a cafeteria or a classroom. Access to hot water is required (does not have to be in the same room).

Suggested Amount of Time:

1 Hour per workshop. If scheduling multiple workshops on the same day, please allow for a 10-15 minute transition time between groups.

Learning Outcomes:

States of matter, understanding carbon dioxide, surface tension, water vapor, sublimation.



This Workshop Uses Dry Ice

- Dry ice is non-toxic.
- Safety rules will be reviewed and enforced throughout the workshop.
- Only the Xploration instructor will directly handle dry ice.



Bubble Adventures

Description:

Bubbles are so simple. We have all played with them at some point in our lives. Have you ever thought about the science behind what makes a bubble possible? How does it work? Why are some bubbles different than others? Students will participate in up to three different activities which explore and test the science behind bubbles. #1: Using small bubble wands, how many actions can you observe from the "Bubble Challenge Chart"? #2: Using materials provided, make your own bubble wand and test it. How is your wand different from the others? #3 (optional activity) If an outdoor area is available, students will take turns using a "large bubble wand" to make giant bubbles. The workshop culminates in review and discussion. Students can take home their homemade bubble wand.

Suggested Location:

The first two activities must be done indoors. A large open area such as a cafeteria, gymnasium, or empty classroom works best. If Activity #3 is done, it must be done outdoors.

Suggested Amount of Time:

1 Hour per workshop. If scheduling multiple workshops on the same day, please allow for a 10-15 minute transition time between groups.

Learning Outcomes:

Elasticity, surface tension, basic chemistry, engineering basics, light refraction.



Coding with Sphero

Description:

Following a quick introduction to coding and how it's used, the students dive right into it. Learning to code can be fun but most importantly, it prepares the students for the world we live in today. Students work in small groups equipped with a tablet and a Sphero robotic ball while trying to complete coding challenges. Using block programming, can your robot follow a path, push an object, hit a target, and light up different colors?

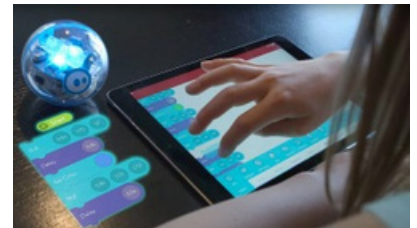
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BAE SYSTEMS

INSPIRED WORK

Suggested Location:

A classroom or open area with plenty of floor space. Depending on the number of students, there could be as many of 12 small areas located on the floor where students will be working.



Suggested Amount of Time:

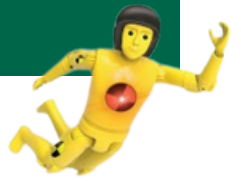
1 Hour per workshop. If scheduling multiple workshops on the same day, please discuss transition times with Jeremy as additional charging time may be required depending on the size of groups.

Learning Outcomes:

Coding, understanding technology, angles, velocity (specific Common Core Math Standards can be met if desired.)



Crash Test



Description:

What keeps you safe when you drive in a car? Following a short presentation, a discussion will take place about what keeps us safe in a vehicle. We will also discuss how safety has improved in vehicles over the years. These young engineers/scientists will follow the same steps that leading vehicle manufacturing professionals do. Students are divided into small groups to design and develop safety features for a model vehicle. When it's time to test those features, a "crash test dummy" equipped with a sensor will be seated in their vehicle. It will be sent on a test drive down a ramp for a crash. We will then make observations and improvements following the engineering and design process. The objective is to design safety features that will prevent life threatening injuries from occurring to your "crash test dummy".

Suggested Location:

This workshop can easily be adapted to most locations (classroom, gymnasium, hallway, cafeteria, etc.).

Suggested Amount of Time:

1 Hour per workshop. If scheduling multiple workshops on the same day, please allow for a 10-15 minute transition time between groups.

Learning Outcomes:

Engineering and design process, acceleration, momentum, forces and motion, automobile safety.



Elephant's Toothpaste

Description:

Students first discuss what they know about chemical reactions. We then examine what Hydrogen Peroxide is and compare it (H_2O_2) to water (H_2O). Now it is time to separate that extra oxygen molecule by adding a catalyst. The extra oxygen is captured in soap suds which has a fun reaction and oozes out of the bottle. Following their experiments, the instructor will take this experiment to the next level and demonstrate the same procedure but with more powerful materials. It's quite a show!

Suggested Location:

A room with long tables such as a cafeteria or a classroom.

Suggested Amount of Time:

1 Hour per workshop. If scheduling multiple workshops on the same day, please allow for a 10-15 minute transition time between groups.

Learning Outcomes:

Chemistry basics, H_2O vs. H_2O_2 , decomposition using a catalyst, exothermic reactions.



Farmer's Bridge

Description:

For this workshop students can work in small groups or individually. The engineering design process is reviewed (Ask, Imagine, Plan, Create, and Improve). A story is told describing a setting and problem for the young engineers to solve. Using only the designated materials, students must build a bridge over a "river". The purpose of the bridge is to get farm equipment from the farm to the farm land on the other side of the river. The bridge must be strong enough to hold a toy tractor. The river is actively used by boaters, so the bridge must be high enough for boats to travel under it safely. A toy boat will be used to test this. Students will have an opportunity to test and improve their design before the final trial. This activity really gets the mind thinking and students share their thoughts in a review and discussion period

Suggested Location:

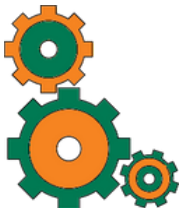
A large open area such as a cafeteria, gymnasium, or empty classroom works best.

Suggested Amount of Time:

1 Hour per workshop. If scheduling multiple workshops on the same day, please allow for a 10-15 minute transition time between groups.

Learning Outcomes:

Engineering design process, bridge types, span, weight distribution.



Helicopter Flight

Description:

We have all seen them flying through the air in real life and on television, but do we understand how they work? An initial discussion comparing flying vessels brings the group to wonder why a helicopter is different. Students then create paper helicopters to help demonstrate what they have discovered through our discussion. Once the helicopters are built, they will toss them in the air and watch them spin to the ground. Students experiment with different types of paper and adding weight to the bottom of the helicopter to determine how their vessel will react. Finally, expanding on their personal observations, students will receive a plastic propeller spinning toy to experiment with and observe how they fly. The room soon fills up with flying objects! What a blast! Review and discussion follow the fun and students can take home their paper and toy helicopters.



Suggested Location:

This workshop can be run in a classroom, however it's suggested to have an open space such a cafeteria or gymnasium.

Suggested Amount of Time:

1 Hour per workshop. If scheduling multiple workshops on the same day, please allow for a 10-15 minute transition time between groups.

Learning Outcomes:

Basic aeronautics, gravity, air resistance, acceleration, momentum, forces and motion.



Lights & Lasers

Description:

The instructor begins the workshop with a series of challenges for students using 3 light sources (Red, Green, Blue). Casting beams of light over a surface, can you use a mirror to reflect the light in a certain direction? Using a trapezoid, concave, and convex lenses, can you refract the light causing the beams to bend? Next, students experience mixing the colored light. How many different colors can you make? How is mixing colored light different than mixing paint colors? Several demonstrations take place using Xploration's own laser machine. Now comes the laser light show which reinforces what the students just learned.

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BAE SYSTEMS
INSPIRED WORK

Suggested Location:

A classroom or open area with tables for student work space with the ability to make the room dark. The laser show can be done in the classroom setting at the end of the workshop, or as an assembly at the end of the day. Contact for details.

Suggested Amount of Time:

1-1.5 Hours per workshop. If scheduling multiple workshops on the same day, please allow for a 10-15 minute transition time between groups.

Learning Outcomes:

Light reflection, light refraction, light waves, mixing light colors, and persistence of vision.



littleBits & Circuits

Description:

littleBits are fun interactive circuit connectors. Each bit has its own function such as power, input, output and extension. Students are guided through a series of design challenges using these modules. Can you make lights flash? Can you make a buzzing sound? Can you a gear turn using only littleBits? Watch how students become truly engaged while collaborating and problem solving using critical thinking skills. This activity takes learning about electricity to the next level by integrating technology that students use every day. Review and discussion wrap up the workshop.

littleBits™
ELECTRONICS



Suggested Location:

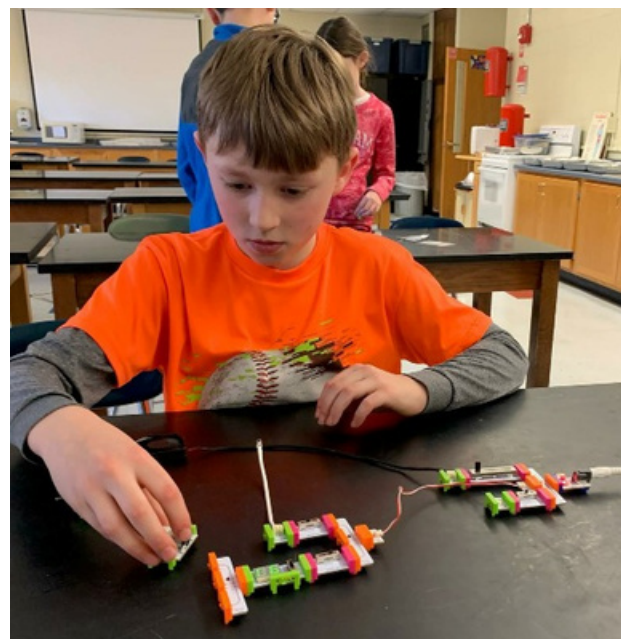
This workshop can take place pretty much anywhere. It's best to separate the groups a bit, but this can easily be accomplished in a classroom.

Suggested Amount of Time:

1 Hour per workshop. If scheduling multiple workshops on the same day, please allow for a 10-15 minute transition time between groups.

Learning Outcomes:

Parallel circuits, series circuits, basic robotic functions, basic circuit programming, electricity.



Paper Air Rockets

Description:

This engaging lesson will have students become engineers and design their own rocket made of paper and a foam nose cone. We start by having a discussion about rocket design and what they feel will make a good rocket. Do you want a pointy or flat cone? How big will your fins be? How many fins will you have? Construction begins as students choose materials and bring their creative ideas to life. Now it's time to launch! Review and discussion wrap up the activity and, of course, students can take home their rocket.

Suggested Location:

A room with long tables such as a cafeteria, or a larger classroom is preferred. A room with high ceilings is preferred for launching (weather permitting, outdoor space can be used). However, the launcher can be adjusted to launch the rockets down hallways if necessary.

Suggested Amount of Time:

1 Hour per workshop. If scheduling multiple workshops on the same day, please allow for a 10-15 minute transition time between groups.

Learning Outcomes:

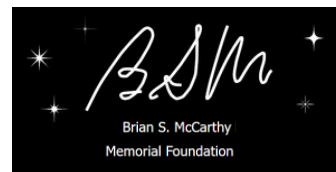
Students will have a basic understanding of forces and motion, aeronautics, gravity, air resistance, air pressure, trajectory, acceleration, momentum and the engineering and design process.



Plasma Science

Description:

Let's bring plasma into your classroom! It doesn't sound possible, does it? With Xploration's specialized equipment we will bring several experiments to your classroom all aligned with your curriculum needs. Students will be actively participating in experiments while the instructor is explaining what's happening. Watch how positively charged electrons make objects fly, positively charge your hair, make lights turn on without using batteries, create sparks and so much more. All these hands on experiments give students experiences to be remembered. We will end the workshop with a custom indoor lightning show using our own Tesla Coil.



Suggested Location:

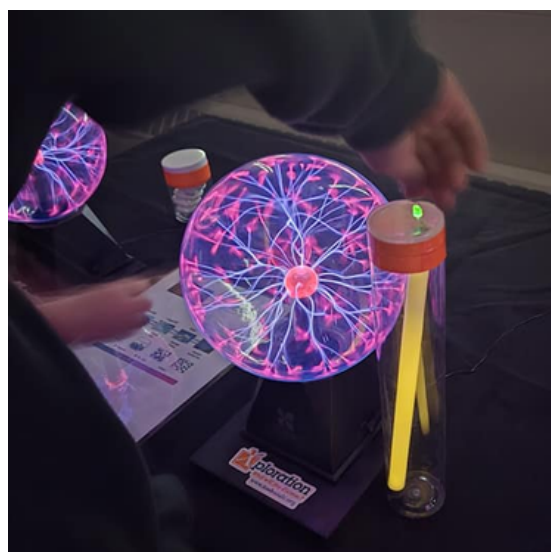
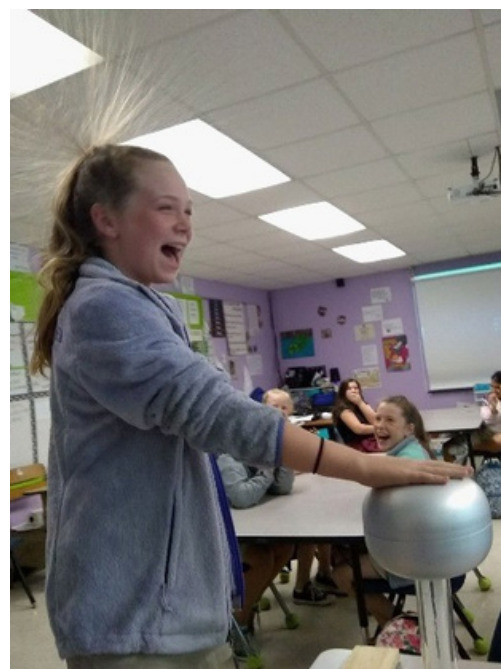
This workshop should be run in a room where students can be split into 3 groups (6 working tables). A room with windows that can be opened for ventilation and standard electrical outlets are required.

Suggested Amount of Time:

1 Hour per workshop. If scheduling multiple workshops on the same day, please allow for a 10-15 minute transition time between groups.

Learning Outcomes:

States of matter, electricity, plasma, properties of heat, light and sound.



Shake & Quake

Description:

While we in the New England area do not experience many earthquakes, it is an important topic included in elementary curriculum. Following a brief overview of earthquakes and how earthquakes happen, students become engineers and must build a house that withstands an earthquake. With Xploration's earthquake simulation tables, this becomes an exciting way to discuss shifting of tectonic plates.

Suggested Location:

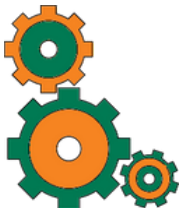
A classroom or open area with tables for student workspaces.

Suggested Amount of Time:

1 Hour per workshop. If scheduling multiple workshops on the same day, please allow for a 10-15 minute transition time between groups.

Learning Outcomes:

Students will have a basic understanding of tectonic plates, faults, major geographical events, and the engineering and design process.



Slime Science

Description:

Ooey Goopy fun! Following a brief presentation and a couple demonstrations, students begin making their own slime. Starting with a polymer, students will add different elements that could change the viscosity, color and texture of their slime. Is it liquid? Is it solid? Neither, it's a non-Newtonian fluid. Students test and experiment with their slime as we wrap up.



Suggested Location:

A room with long tables such as a cafeteria or a classroom.

Suggested Amount of Time:

1 Hour per workshop. If scheduling multiple workshops on the same day, please allow for a 10-15 minute transition time between groups.

Learning Outcomes:

States of matter, chemistry basics, polymers, linking molecules



Soda Geysers

Description:

Get ready, get set, get messy! The days of mixing baking soda and vinegar are over once you try an eruption like this one. Rather than a chemical reaction, the students learn about and observe a physical reaction. Water molecules strongly attract each other, linking together to form a tight mesh around each bubble of carbon dioxide gas in the soda. When the students pull the string releasing several Mentos Mints into a 2 liter bottle, the crowd goes wild. This activity concludes with review and discussion of what was learned and observed.



Suggested Location:

The introduction and discussion will take place indoors. A room such as a cafeteria or a classroom is fine. The geysers should be done outdoors on a grassy area. This can be done on pavement, however it's suggested that you have a hose available for cleanup.

Suggested Amount of Time:

1 Hour per workshop. If scheduling multiple workshops on the same day, please allow for a 10-15 minute transition time between groups.

Learning Outcomes:

Physical reactions vs. chemical reactions, properties of Carbon Dioxide, nucleation points.



Sound Waves

Description:

Did you hear that sound? Students will explore what sound actually is as they are introduced to the concept of vibrations through a variety of hands on experiments and demonstrations. Students will even create their own sound-making device to take home and continue the experimentations.

Suggested Location:

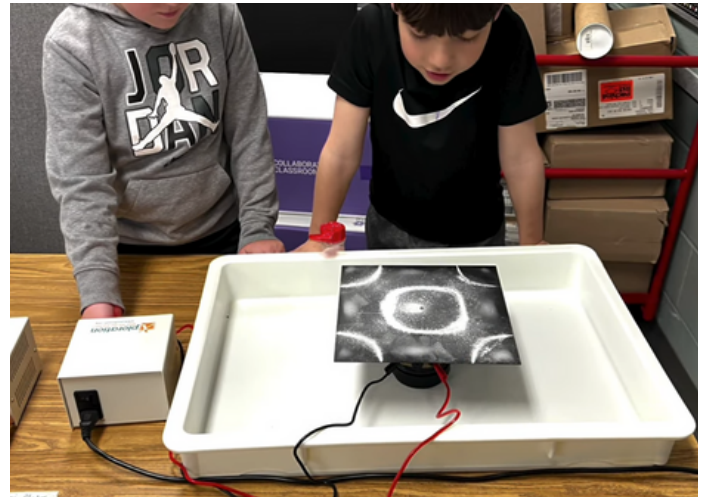
A classroom or open area with tables for five stations.

Suggested Amount of Time:

1 Hour per workshop. If scheduling multiple workshops on the same day, please allow for a 10-15 minute transition time between groups.

Learning Outcomes:

Students will have a basic understanding of sound waves and what allows us to hear sound. We will expand even further by having students explore pitch while attempting to visualize the sound waves.



Super Coasters

Description:

Students become real engineers during this enrichment activity. Using foam tracks and marbles, they are challenged to make a ski jump, an upside down loop and ultimately a “super coaster”. Students soon learn different tricks to send their marble through this “super coaster”. After each challenge, we will discuss what works and what is not working. This sharing of ideas affords the students the opportunity to learn from each other.

Suggested Location:

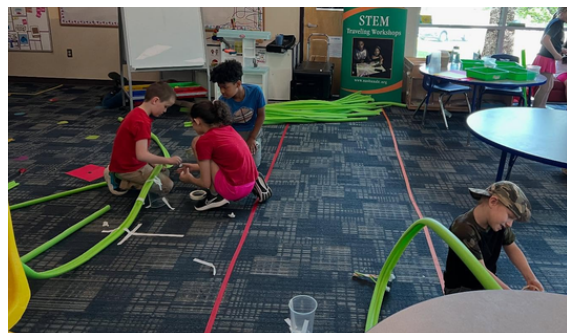
A large room such as a cafeteria or gymnasium.

Suggested Amount of Time:

1-1.5 Hours per workshop. If scheduling multiple workshops on the same day, please allow for a 10-15 minute transition time between groups.

Learning Outcomes:

Engineering and design process, forces and motion, gravity, velocity, trajectory.



Super Structures

Description:

Small and large buildings alike can be quite impressive. These structures are designed and built to withstand heavy loads of snow, strong winds and other natural elements. Students participate in a group discussion: What do we know about building shapes? What do we usually find under a building, in the middle of a building and on top of a building? After reviewing the engineering process (Ask, Imagine, Plan, Create and Improve), students will break into groups and build a structure with specifications based on grade level and dynamic of the group. The final test? The building must be able to survive a simulated hurricane produced by a leaf blower! The workshop ends with review and discussion.

Suggested Location:

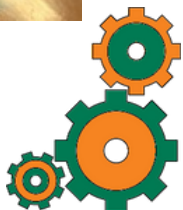
A large open area such as a cafeteria, gymnasium, or empty classroom works best.

Suggested Amount of Time:

1 Hour per workshop. If scheduling multiple workshops on the same day, please allow for a 10-15 minute transition time between groups.

Learning Outcomes:

Center of gravity, foundations, load bearing, structural support and integrity, intro to hurricanes and the engineering and design processes.



Water Rockets

Description:

This workshop consists of two segments: Learning & Construction, and Launching.

Learning & Construction: Students will participate in a discussion with the instructor about what they think a rocket looks like. What are the fins? Why do rockets have fins? Why is the top pointy? What makes a rocket fly? Students then take those ideas and try to implement them as they construct their own personal rocket while working within an imaginary budget.

Launching: It's time to launch the rockets! This portion of the workshop can be customized to fit your needs. Options include:

- Each class spending an extra 30-45 minutes launching rockets immediately after the Learning & Construction session.
- All classes participating in the workshop coming together outside at the end of the day to launch as an entire grade.
- For a small additional fee, we can come back on another day to conduct the launching portion of the workshop. Contact us to discuss details if this would work best for your students.



Suggested Location:

Introduction and rocket construction should take place in a cafeteria or other room with tables to be used for workspace. Launching must take place outside. This workshop requires access to water (a hose outside is perfect).

Suggested Amount of Time:

1+ hour per day; exact amount of time for each session is dependent on launch option chosen. If scheduling multiple workshops on the same day, please allow for a 10-15 minute transition time between groups.

Learning Outcomes:

Students will have a basic understanding of forces and motion, aeronautics, gravity, air resistance, air pressure, trajectory, acceleration, momentum and the engineering and design process.



Watersheds & Landforms

Description:

Why go to the museum for interactive exhibits, when the exhibits can come to your school? The Watersheds & Landforms workshop brings a 3D interactive augmented reality (AR) sandbox and two additional 3D surface water pollution tables. The classroom is divided into three separate areas and students will take turns at each station. Students will

see first hand how water flows from higher elevations to lower elevations, how water can pick up pollutants, how we effect the watersheds daily, and how we all live in a watershed.

Sponsored by:



Suggested Location:

This workshop can be conducted in a classroom, however, due to the size of the equipment (one large sand table and two large water tables, plus projection equipment), it's suggested that the students have room to spread out so a large classroom, cafeteria, or gymnasium would be ideal.

Suggested Amount of Time:

1 Hour per workshop. If scheduling multiple workshops on the same day, please allow for a 10-15 minute transition time between groups.

Learning Outcomes:

Students will have a basic understanding of landforms, basic hydrology, watersheds, topography, tributaries, water cycle and water conservation.



Wind Tunnels

Description:

This enrichment is an innovative approach to learning the effects of moving air on different objects. Students will be presented with a series of challenges using simple materials and testing the flight effects inside one of Xploration's vertical wind tunnels. Can you create an object that will fly out of the tunnel? Can you invent a way for that object to remain hovering in the tunnel? Can you design an object that will spin or fly in an unusual way? Students will have the opportunity to share their designs and discuss the results of the test flights.

Suggested Location:

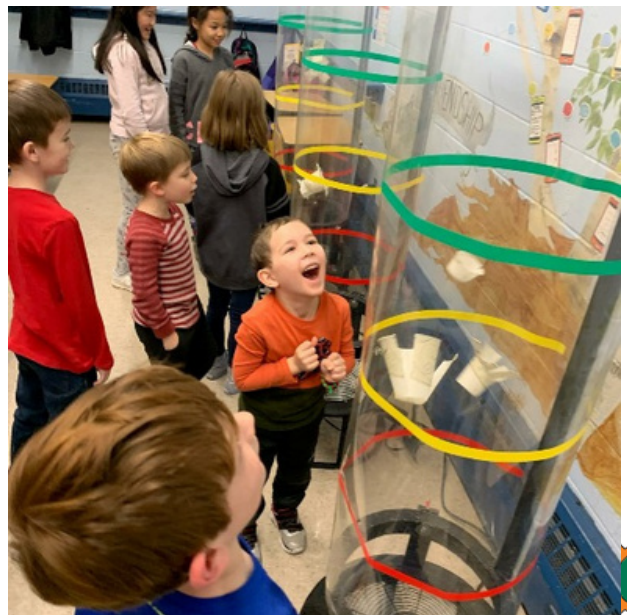
A classroom or open area with tables for student workspaces.

Suggested Amount of Time:

1 Hour per workshop. If scheduling multiple workshops on the same day, please allow for a 10-15 minute transition time between groups.

Learning Outcomes:

Students will have a basic understanding of forces and motion, air resistance and drag. They will also explore the engineering and design processes.



Wind Vortex

Description:

“What is a vortex?” Most will make a reference to a video game, black hole or a tornado which are all acceptable answers. What are the similarities? How can we harness this energy? Students create their own “Wind Vortex Generator” and test the vortex theory by attempting to knock down cups using their vortex generator. How far away can you stand and still knock down cups? What makes your vortex generator successful or not? The instructor then “super sizes” the vortex generator and demonstrates how powerful this source can be. To prove that a vortex is actually being created, the instructor adds fog. Students marvel as giant smoke rings travel across the room and knock down cups. Feel the power!



Suggested Location:

This workshop can be conducted in a classroom however it's suggested that the students have room to spread out such as a cafeteria or gymnasium.

Suggested Amount of Time:

1 Hour per workshop. If scheduling multiple workshops on the same day, please allow for a 10-15 minute transition time between groups.

Learning Outcomes:

Students will have a basic understanding of what a vortex is, fluid dynamics, air displacement, toroidal vortex, harnessing wind energy and the engineering and design process.



Allergy Alert:

Latex balloons are
used in this
workshop.



Family STEM Nights

Description:

Want to ignite some excitement in your school community? Try a Family STEM Night where students and families come together for an evening full of curiosity, laughter, and hands-on learning! This isn't just any event; it's an opportunity to collaborate on interactive projects that will spark a love for STEM subjects in both kids and adults alike.



Suggested Location:

Access to large, open areas is essential. A combination of gymnasium, cafeteria and hallway is ideal. We will need access to cafeteria tables or large folding tables for the STEM stations. The laser and lightning show finale needs a larger space that can be darkened. We will work with you to determine the best layout given your available space.

Suggested Amount of Time:

Total program length is 2-3 hours, depending on format. This includes approximately 1-1.5 hours of open time to interact with the various STEM experiment stations, followed by a 30 minute laser and lightning show finale.

Custom Options Available:

Family STEM Nights can be tailored to your school community to fit your needs. We will help you design an evening your students, staff, and families will cherish!

Family STEM Night is only \$800*

*plus travel fees as outlined in the Classroom Workshop Pricing, if applicable

This price includes: a handy planning guide and checklist, at least 5 STEM experimentation stations (typically 6-7 depending on space), a laser and lightning show finale, 1-2 STEM instructors, set up and clean up. The school is responsible for event registration and providing volunteers to assist with oversight of the stations.



Classroom Workshop Pricing

Pricing is based on one-hour long workshops. All materials are included.

-  The first classroom workshop per day = **\$250***
-  Each additional workshop of the same type on the same day = **\$150**
-  Travel charges: Distance is calculated from our 4 Lake Street, Nashua, NH office and travel fees are charged for each day of travel.
 -  Within 20 miles: No additional charge.
 -  21+ miles away will be charged a \$0.90/mile travel fee (round trip).

***Please Note:** Starting in July 2025, there is now a **2 session or \$400 minimum charge** for classroom workshops. We are happy to conduct a single session workshop for your school or community group, but we unfortunately must charge the \$400 minimum fee to cover our costs.



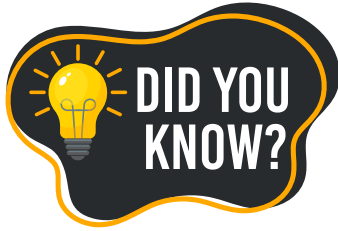
Cancellation Policy

If your school is unexpectedly closed for any reason on the day of your scheduled programs, Xploration will make every effort to work with you to reschedule. However, depending on school schedules and/or Xploration staffing we understand this may not always be possible, in which case we will issue a full refund (if already paid) or you will simply not be charged for the program.

If it looks as though inclement weather may affect your program, your Xploration instructor will contact you no later than 24 hours before your scheduled program to discuss options. If it is still possible to hold the programs on a delayed opening we will opt to do that. If school is cancelled, we will follow the procedure outlined above for unexpected closures.



Custom Options



We offer custom experiences to bring your ideas to life.

- Fundraising events
- STEM camp management
- School-wide or even district-wide STEM enrichment programming
- Curriculum support and guidance for extending the learning
- ... and more!

Contact us to discuss the possibilities!



Outdoor Laser Show



STEM Camp



Frequently Asked Questions

- 1 Are workshops inside or outside?**
All workshops are to take place indoors. For those workshops with a weather-dependent outdoor component (currently Bubble Adventures, Soda Geysers, and Water Rockets), the majority of the workshop will still take place indoors.
- 2 What sort of space do you need?**
Ideal space suggestions can be found on each workshop detail page. Keep in mind, however, that we request to set up in a single location for the day and have classes rotate in and out of that location. It takes too much time to set up equipment and materials to move from classroom to classroom and we want the students to get as much hands-on learning time as possible.
- 3 How long are workshops?**
Workshops are designed to last **one full hour**, plus **10-15 minutes** transition time between groups. Please contact us to discuss alternatives if this timing will not work for your school.
- 4 Do you have a group size limit?**
Maximum group size is 30 students per workshop session. You may combine classrooms to reduce costs, providing the combined group does not exceed 30 students. This limit is to ensure maximum engagement, optimum curriculum retention, and hands-on fun.
- 5 Do you need volunteers or teacher assistance during the workshops?**
While the Xploration instructor will not need assistance from teachers or volunteers for the workshop itself, we do ask that teachers remain engaged with the activities and intervene with any problematic or repeated behaviors so we can focus on delivering the best experience for your class in our allotted time.
- 6 Are there any special access/equipment requirements?**
We bring our own projector screen and presentation equipment (though we are happy to connect to your projector system if that is available). Certain workshops have additional requirements such as access to hot water, electrical outlets, adequate ventilation, etc. You will be provided this information upon selecting your workshop, but if you have any questions, do not hesitate to reach out.

We want this to be a **fun** and **enjoyable** experience for students and staff alike - if there are any questions or concerns please do not hesitate to reach out to us between now and the date of your workshops!



Funding Resources

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We understand that school budgets are tight and many things are vying for your limited funds. Below are resources for you to explore if you would like assistance bringing Xploration workshops to your school community.

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School administration can collaborate with the **PTO/PTA** to pool resources.



Nashua Education Foundation offers grants to Nashua public school teachers to support enrichment programs not typically covered by public funds. Visit their website to learn how to apply.



The Brian S. McCarthy Memorial Foundation provides grants to Nashua schools who are interested in bringing Xploration STEM Enrichment to their school community. Each Nashua public school receives an automatic \$250 grant toward an Xploration visit (one per school). Additional grants are also available to schools in Nashua - contact them for details.



DonorsChoose.org allows teachers to raise funds for specific projects - such as bringing STEM enrichment sessions to their classes.



Where to Find Us

Follow us on social media to stay up to date on our school visits, special events and other Xploration activities. You can also sign up for our email list to receive our newsletter and important updates!



Facebook: XplorationALC



Instagram: xploration_alc



LinkedIn: Xploration

**To sign up for
our email list:**

